THE LEGACY OF KAIN SERIES

BLOOD OMEN 2™

MATURE
®
M
CONTENT RATED BY
ESRB

CRYSTAL DYNAMICS

EIDOS INTERACTIVE

WARNING:
READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM:
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GAME HELL?

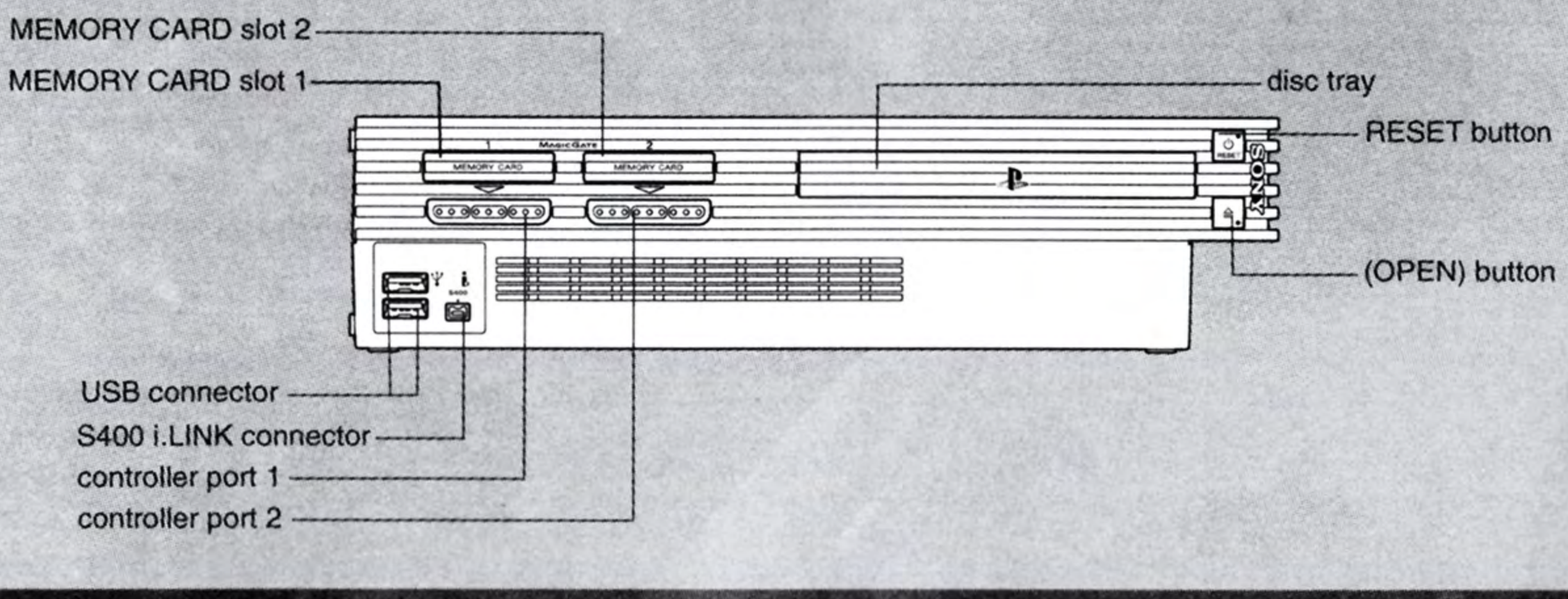
Call the EIDOS Interactive Hint Line
U.S.: 1-900-773-4367
Canada: 1-900-643-4367

Cost of call: $0.99-$1.49/minute
Must be 18 years old or have parent's permission
Touch-tone phone required

FOR DOLBY® SURROUND SOUND PRO LOGIC® DECODING

This game is presented in Dolby Surround. Connect your game console to a television or sound system with Dolby Pro Logic to experience the excitement of surround sound.

GETTING STARTED



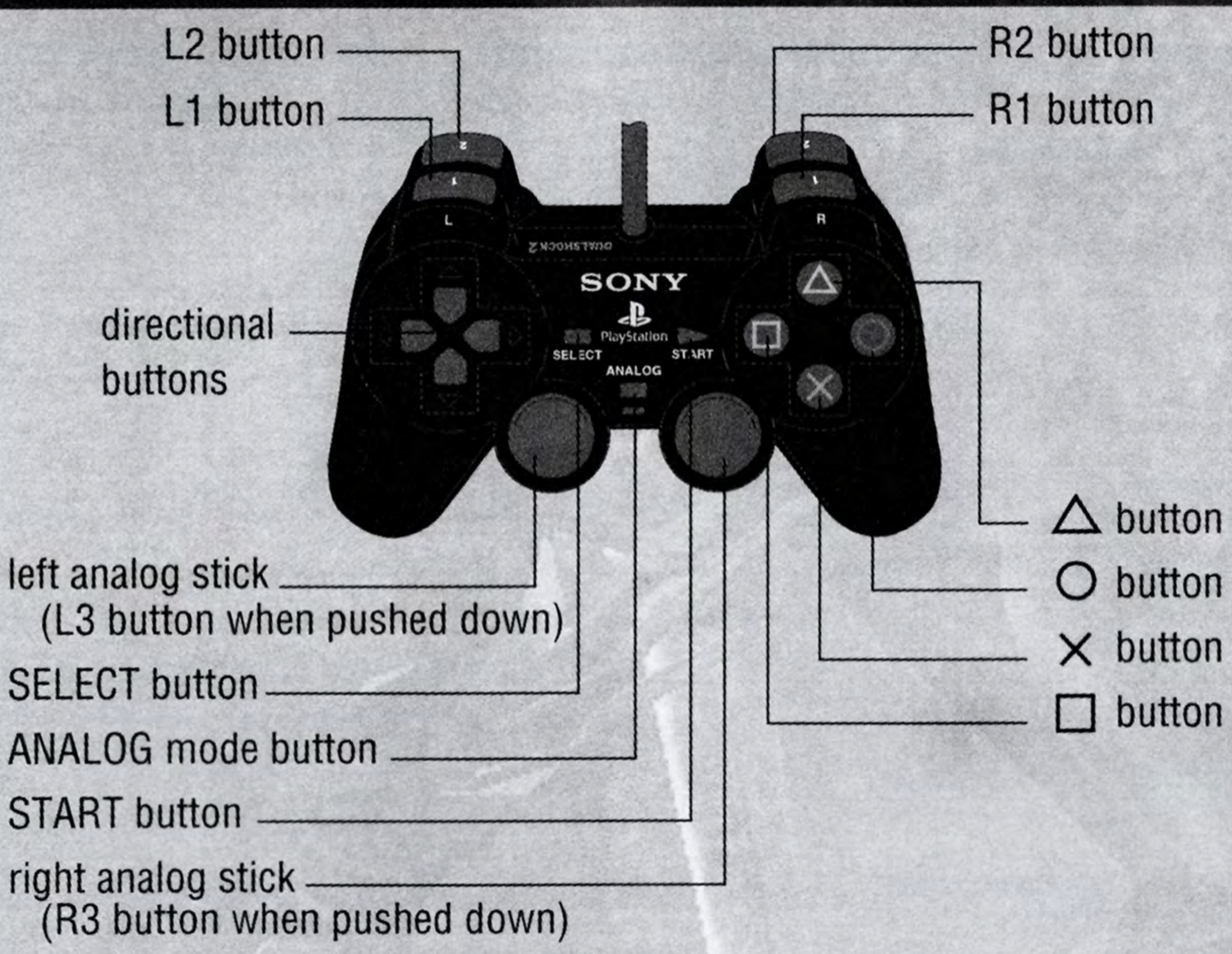
Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

When the power indicator lights up, press the open button and the disc tray will open. Place the **BLOOD OMEN™ 2** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BLOOD OMEN™ 2 is best played with the DUALSHOCK®2 analog controller. The controller should be connected to controller port 1. With this analog controller, the ANALOG mode button and mode indicator are always set to ON, indicating that the controller is in analog mode.

The controls shown on page 4 are the default configurations.

When vibration is ON, the controller will vibrate in response to game events. You can adjust vibration ON/OFF from the Options menu.

CONTROLLERS/ACCESSORIES

Before starting play, make sure you have a DUALSHOCK 2 analog controller inserted into controller port 1. To save game progress and settings, insert a memory card (8MB) (for PlayStation 2) into MEMORY CARD slot 1. Do not insert or remove controllers or accessories once the power is turned on.

CONTROLS

L2 button
– hold to display DARK GIFT menu

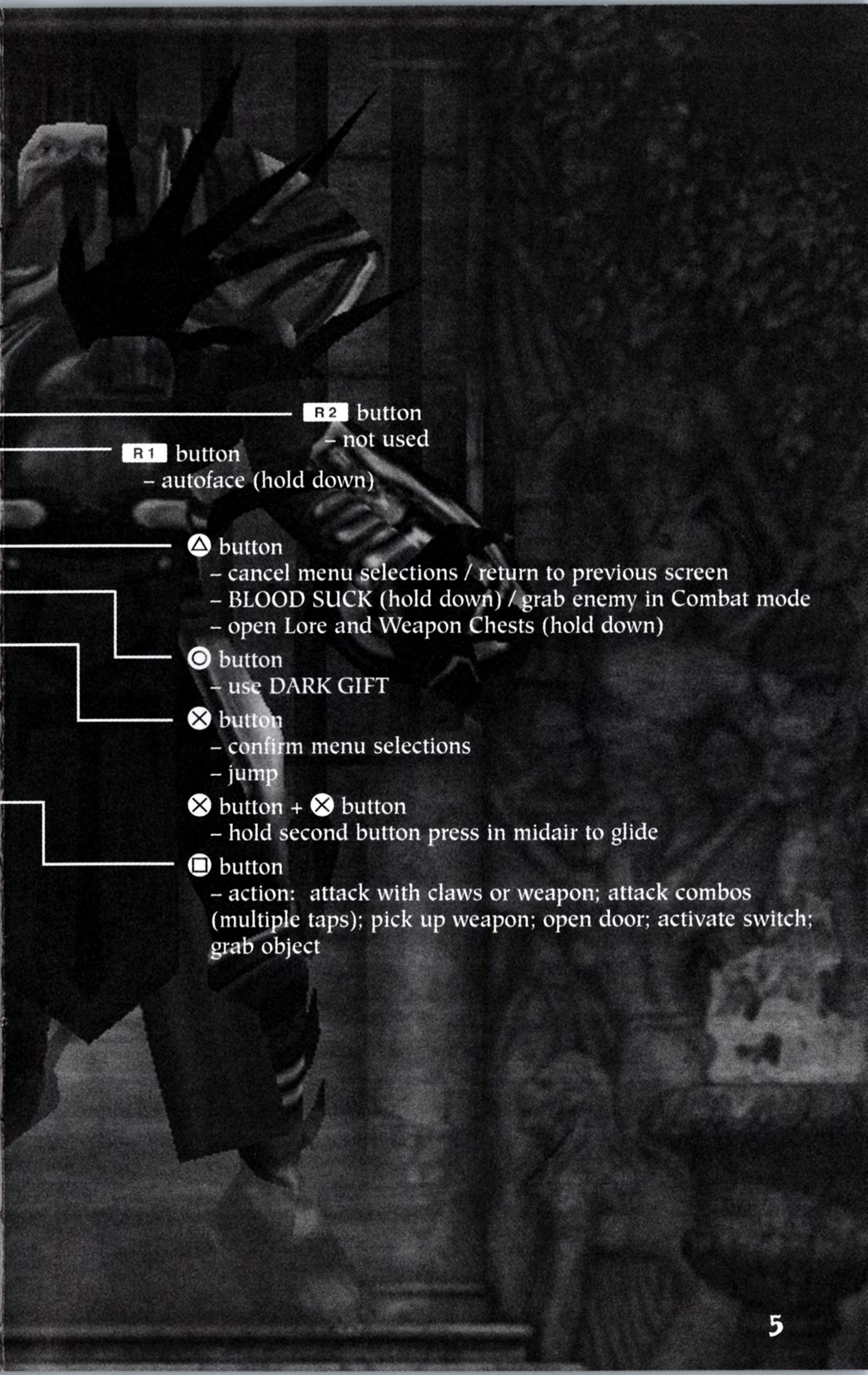
L1 button
– block

START button
– start game
– pause & resume

right analog stick
– move camera
– select DARK GIFT

left analog stick
– move KAIN

directional button
– select menu items
– toggle ⬅/➡ between enemies in Combat mode


R2 button
– not used
R1 button
– autoface (hold down)
△ button
– cancel menu selections / return to previous screen
– BLOOD SUCK (hold down) / grab enemy in Combat mode
– open Lore and Weapon Chests (hold down)
○ button
– use DARK GIFT
✕ button
– confirm menu selections
– jump
✕ button + ✕ button
– hold second button press in midair to glide
□ button
– action: attack with claws or weapon; attack combos (multiple taps); pick up weapon; open door; activate switch; grab object

GAME BASICS

STARTING A GAME

1. From the Main Menu, select START GAME and press the ⊗ button.
2. The game will scan for a memory card (8MB) (for PlayStation®2) and check the data on it.

   Note: If you don't have a memory card in MEMORY CARD slot 1, you will see a warning message. Follow the directions to play without a memory card.
3. Highlight NEW GAME for a new game or highlight the saved game you want to play and press the ⊗ button.

   Note: You MUST have a memory card to save game progress. **BLOOD OMEN™ 2** is an epic game. We highly recommend using a memory card so you can save your progress for those times when Kain suffers a setback. A **BLOOD OMEN™ 2** game requires 82KB of free space on a memory card.
4. On the Choose Blocking Type screen, select your preferred blocking controls and press the ⊗ button to start your game.

SAVING A GAME

As you explore the world of Nosgoth, you will notice ancient symbols on the ground that light up when Kain steps over them. These are called checkpoints. Once Kain activates a checkpoint, you will be able to save all your progress up to that point.

TO SAVE A GAME:

1. Press the START button to pause the game.
2. Use the directional button to select SAVE GAME and press the ⊗ button.

3. Highlight NEW SAVE GAME for a new game or highlight a saved game you want to overwrite and press the ⊗ button.
4. If the memory card is unformatted, you will be given an option to format it (or exit the save process).
5. Your saved game will appear. Select EXIT and press the ⊗ button to resume gameplay.
6. To resume a saved game, use the steps in "Starting a Game." When you resume a saved game, all Kain's progress is restored up to the last activated checkpoint.

SETTING OPTIONS

Use the Options menu to adjust game settings either before or during play. On the menu, press the directional button ⬆/⬇ to highlight options and press ⬅/➡ to change the setting.

To open the Options menu, either select OPTIONS from the Main Menu or press the START button to pause during a game, highlight OPTIONS and press the ⊗ button.

VIBRATION – Toggle the controller's vibration function ON or OFF.

BLOCKING – Toggle between ASSISTED and SKILLED blocking modes. (See page 12 for details.)

SOUND – Adjust the volume level of the game's sound effects.

MUSIC – Adjust the volume level of the game's music.

AUDIO – Choose STEREO or SURROUND depending on your system's audio configuration. Choose SURROUND only if you are using a Dolby Surround Sound™ receiver. If you select SURROUND without a Dolby Surround Sound™ receiver, audio errors may occur.

EXIT – Select EXIT and press the ⊗ button to close the Options menu.

IN A WORLD ...

My armies are all slain.

My castle lies in ruins.

My enemies have taken everything from me, all my wealth and power.

But they could not kill me.

I still walk the earth, weak but alive.

They have taken everything but the beating of my undead heart.

Now they will learn of fear, these mewing babies who thought they could destroy me.

I shall regain my powers, and I shall come to them in the night.

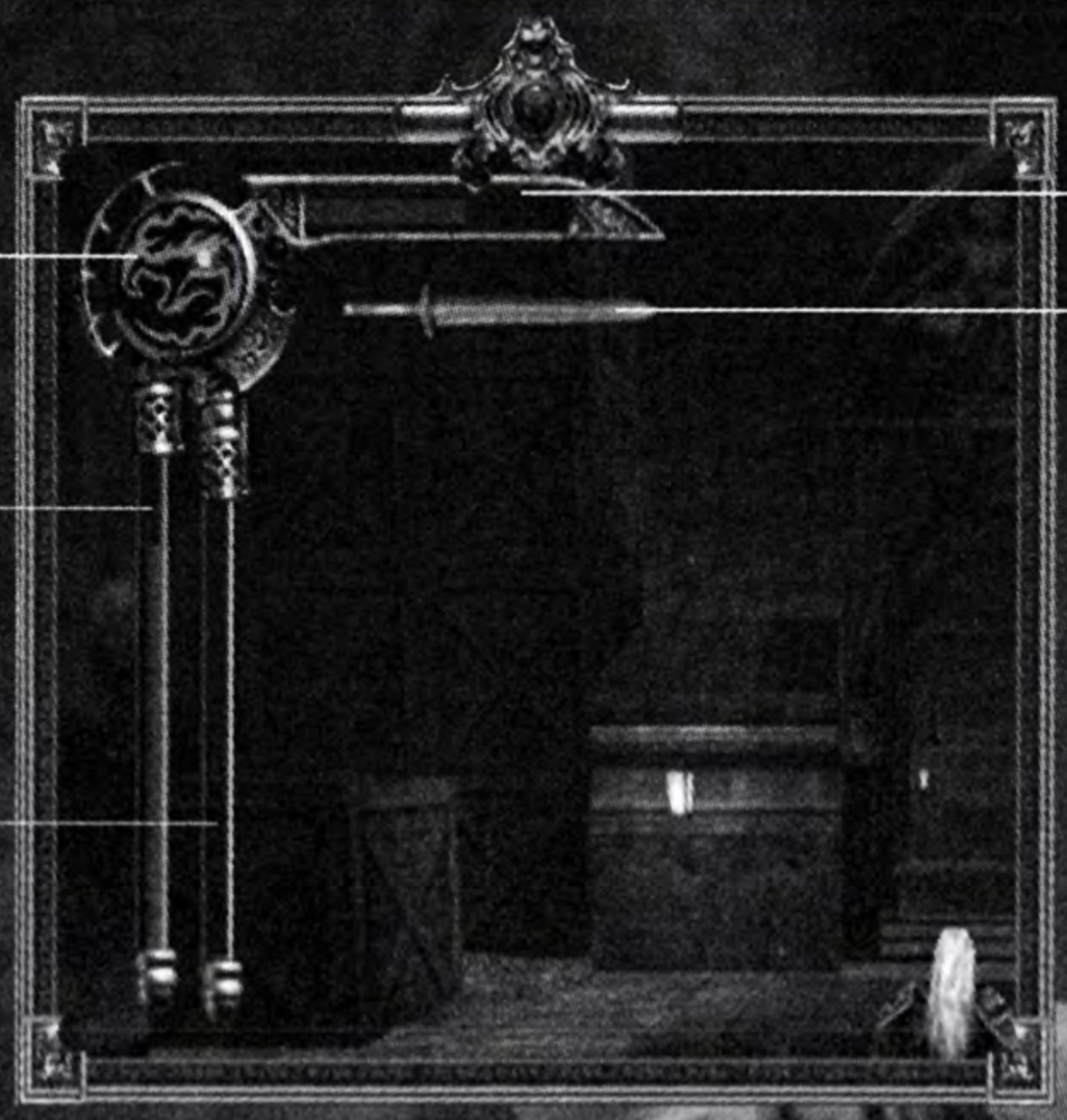
And my visits shall not be kind.

The story of **BLOOD OMEN™ 2** takes place two hundred years after **LEGACY OF KAIN™: BLOOD OMEN™**, and several centuries before the events of **LEGACY OF KAIN™: SOUL REAVER™**. The vampire Kain awakens in a strange city with almost no memory of his former self. Another vampire, Umah, has taken him in and revived him to health after a deadly battle that Kain barely remembers. He is weak, and has lost most of his former powers. Worse still, his weapon, the Soul Reaver, is missing. Umah begins to fill Kain in on the recent past, and pieces of Kain's shattered memory return.

Since the events of **LEGACY OF KAIN™: BLOOD OMEN™**, Kain had become a commander of an army of vampires bent on ruling the land of Nosgoth. In response to his rise to power, another faction appeared in the land: The Sarafan, a group of militant humans led by a mysterious and powerful figure, the Sarafan Lord. Determined to wipe out the vampire threat, The Sarafan clashed with Kain's army for years. This war ended with The Sarafan finally triumphant over Kain's army, and with Kain and the Sarafan Lord locked in mortal combat. The Sarafan Lord won this battle, stripped the Soul Reaver from Kain, and threw him off a cliff to his apparent death.

Umah tells Kain that his body was found and revived, and he has been brought to the capital of Nosgoth, the city of Meridian. Kain has been unconscious for over two hundred years, and in this time, The Sarafan have taken fascist control of most of Nosgoth. Vampires have formed a small resistance, called The Cabal, in Meridian to undermine The Sarafan. It is this resistance that Kain is now a part of. The goal of the resistance is simple: Kill the Sarafan Lord, and The Sarafan will crumble. Because The Sarafan do not know of Kain's existence, he becomes the perfect agent to find and kill the Sarafan Lord. Kain agrees to help The Cabal for the time being, but he fully intends to follow his own agenda, and seek revenge however possible . .

HEAD UP DISPLAY



The Head Up Display (HUD) appears in the upper left corner of the screen. This is where you can monitor Kain's current life force, his vampiric Lore, and his Rage Meter.

DARK GIFT INDICATOR – This circular gauge shows which Dark Gift Kain has currently selected.

BLOOD METER / LIFE FORCE – As Kain takes damage, his blood decreases and conversely, as Kain drinks blood, his Life Force increases. When the Blood Meter is empty, Kain dies and restarts at the last activated checkpoint. Please note that blood is constantly being used and the Blood Meter gradually decreases over time.

LORE METER – This vial fills with purple as Kain increases his Lore. If Kain is able to fill his Lore Meter by collecting magical energy from Coffers and by sucking the blood of his victims, his Blood Meter will increase in size, thus making him stronger.

RAGE METER – This meter fills with blue as Kain's Rage increases. Every time Kain blocks an enemy attack, his Rage grows.

WEAPON ICON – This icon shows the weapon Kain is using. The icon glows red when the weapon is close to breaking.

KAIN IN ACTION

When an enemy or non-aggressive character is near, Kain can engage it in battle by entering Combat mode. By autofacing the enemy in Combat mode, Kain can not only strike but move more easily and laterally around enemies, making it possible to dodge blows and swiftly counter-attack.

TO AUTOFACE:

Stand next to an enemy or non-aggressive character and hold down the R1 button. As long as the button is held down, Kain will autoface the closest enemy. All of the following actions can be performed while autofacing.

TO FACE A DIFFERENT ENEMY:

Press the directional button ⬅/➡ to toggle between enemies.

TO STRIKE AN ENEMY:

1. Press the ▢ button to deliver a light attack with Kain's claws or with the weapon he's holding.
2. Tap the ▢ button repeatedly to execute a combination of claw strikes or weapon attacks.

TO GRAB AN ENEMY:

1. Press the △ button to lunge at the opponent. If the lunge is successful, Kain will grab the enemy and pick it up by its throat. (Note that when an enemy is tired and breathing heavily, it is a perfect opportunity for a grab.)
2. Once Kain has the enemy by the throat, pressing the ▢ button or left analog stick ⬆ + the ▢ button allows Kain to perform primary and secondary strike attacks while he holds the enemy.
3. Also while grabbing an opponent, pressing the △ button again will make Kain throw the enemy.

TO BLOCK AN ENEMY'S ATTACK:

Note: You can set the BLOCKING option in Options mode. See page 7 for details.

1. If the ASSISTED blocking option is selected, hold down the L1 button to block all attacks
2. If the SKILLED blocking option is selected, tap the L1 button to block each attack individually.
3. Some enemies have attacks that cannot be blocked. Watch out for these!

TO QUICKLY SIDESTEP AN ENEMY'S ATTACK:

Press the left analog stick ⬅/➡ + the ⊗ button to quickly sidestep left or right. If this technique is used properly to dodge an attack, the enemy will instantly be vulnerable to a quick claw/weapon strike.

TO HIT AN ENEMY WHILE IT'S DOWN:

Sometimes when an enemy is almost dead it will crawl around on the ground. During this time, Kain can deliver one final blow. Stand close to the enemy and press the ▢ button. If Kain is unarmed, he will kick the enemy. If Kain is holding a weapon, he will finish the enemy off with a final stab.

TO DRAIN THE BLOOD OF A DEAD ENEMY:

Stand near the fallen enemy. Once the enemy turns red, hold down the △ button.

USING WEAPONS

Throughout the game, Kain will encounter a variety of enemies with a variety of different weapons. After dispatching these enemies, Kain can pick up their weapon and use it in battle. He can only hold one weapon at a time and, after an amount of usage, weapons will eventually break.

TO PICK UP A WEAPON:

1. Stand directly over the weapon. When the weapon turns white, press the ▣ button. Kain will pick the weapon up and attach it to his belt or strap it behind his shoulder. Once in Combat mode, Kain will pull out the weapon.
2. If Kain is holding a weapon but stands over another available weapon, press the ▣ button to have Kain can drop his current weapon and pick up the new weapon.

TO ATTACK WITH A WEAPON:

1. In Combat/Autoface mode, press the ▣ button to have Kain attack with whatever weapon he's holding. There is no way to attack with claws while Kain is holding a weapon.

DARK GIFTS

In addition to physical superiority, vampires also possess Dark Gifts. These are their supernatural abilities, with each vampire having unique powers. At the beginning of the game, much of Kain's former power has been weakened during his long hibernation. But he does begin with two Dark Gifts: Mist form and Fury Power.

Since only vampires possess Dark Gifts, draining their life force allows Kain to absorb their Dark Gift. As he advances through the game, Kain will gain five more Dark Gifts.

TO SELECT AND USE A DARK GIFT:

1. Press and hold down the L2 button to bring up the Dark Gift menu.
2. Use the right analog stick to highlight the Dark Gift you want to use.
3. Release the L2 button to return to gameplay.
4. Press the ◎ button to enable Dark Gift mode.
5. Once a Dark Gift has been enabled, press the ⊗ button to cancel Dark Gift mode and return to normal gameplay.

DARK GIFTS

MIST – Kain has the ability to assume a Mist form and become nearly invisible. While standing in a low level of mist fog, press the ◎ button to enter Mist form and sneak up on your enemies from behind. You can also use Mist form to escape a group of pursuing enemies. However, if you move Kain in front of an enemy, it will sense Kain and attack.

To execute a special Stealth Kill in Mist form, sneak up behind an enemy while in Autoface mode. If Kain is in the right position, a Skull graphic appears above the enemy's head. Now, press the □ button or left analog stick ↑ + the □ button to deliver a Stealth Kill. Kain has two different Stealth Kills for each weapon (including his claws).

Note: Kain will not deliver a Stealth Kill if the Skull graphic is not visible over the enemy's head.

JUMP – Kain can use this to jump great distances. Press the ◉ button to enter Jump mode. Translucent after-images of Kain will appear showing where you can jump to. Use the left analog stick to move the curser around. If the cursor turns purple, the jump is possible; red means that Kain can jump attack an enemy; and white indicates that a jump is not possible. Press the ◉ button again when you are ready to execute the jump. Use Jump mode when you see a ledge that is too far to reach by normal means.

CHARM – All non-aggressive characters can be charmed with this power. In Charm mode, Kain is able to take complete control of another character and move him or her around up to a certain distance. Press the ◉ button to enter Charm mode and use the left analog stick to aim the cursor at the character you want to control. Once a character is selected, press the ◉ button again to charm. Kain can use this power to make characters do things Kain himself is unable to do.

TELEKINESIS – Kain can activate certain switches using only his mind. Press the ◉ button to enter Telekinesis mode and then use the left analog stick to aim the cursor at what you want to activate. Once a switch is selected, press the ◉ button again to activate the switch.

The following three gifts can only be used when a certain percentage of Kain's Rage meter is full.

FURY – This allows Kain to perform a stronger and more powerful attack using claws or weapons. Once Fury has been selected from the Dark Gift menu, begin blocking enemy attacks until Kain begins to glow. Then, while still in Autoface mode, press the ◉ button to perform the Fury attack.

BERSERK – This allows Kain to perform a speed attack. Once Berserk has been selected from the Dark Gift menu and Kain enters Autoface mode, he will begin to glow. Then, press the ◉ button to perform the Berserk attack in Autoface mode.

IMMOLATE – Kain can destroy some enemies without touching them. The Immolate power, when cast upon an enemy, will cause it to light on fire. With Immolate selected and the Rage Meter fully powered up, autoface an enemy and press the ◉ button to immolate it.

USING OBJECTS

FLIPPING SWITCHES

Switches activate doors and many other things. Some switches can be turned on and off by a lever, some can simply be pressed, and some are activated by turning a wheel. To activate a switch, stand in front of the switch and press the ▣ button. In the case of a wheel switch, you may need to press the ▣ button several times to have Kain turn the wheel the correct amount of times. Remember, not all switches can instantly be activated. Sometimes you need to do something else before Kain can activate a given switch.

Glyph switches are levers that, when activated, send a glowing green energy along a Glyph line to make something turn on or off. If you follow the green energy traveling along the Glyph line, you can trace it to what the switch has activated.

Some switches are in places that Kain cannot reach. Consider using one of Kain's Dark Gifts to activate these switches.

OPENING DOORS

Some doors can be opened easily by Kain, without the help of switches. To find out if a door can be opened, stand in front of it. If the door glows a whitish color, it can be opened. Press the ▣ button to open the door.

CLIMBING LADDERS

All ladders can be climbed. Use the left analog stick to maneuver Kain so that he walks into the front of the ladder. Once Kain grabs onto the ladder, press the left analog stick ⬆ to climb up.

MOVEABLE BLOCKS

Some blocks can be moved around to allow Kain access to something previously unavailable. Stand on one side of a block. If it is moveable, it will turn white. Press and hold the ▣ button to grab the block, then press the left analog stick ⬆ and ⬇ to move the block forward and backward.

GLYPH BATTERIES

These are egg-shaped Glyph energy containers that can be used for completing a circuit or blowing something up. Glyph Batteries explode rather easily and can be moved like blocks.

OBTAINABLE OBJECTS

Besides weapons, Kain can collect other useful objects throughout the game. The objects are:

LORE CHESTS / COFFERS – These are ancient vampire artifacts that Kain can collect to increase his own Lore. To open a Lore Chest, stand in front of it and hold down the △ button.

VAMPIRE WEAPON POWER-UP CHEST – These will increase the power of whatever weapon Kain is holding. To open a Vampire Weapon Power-Up Chest, stand in front of it and hold down the △ button.

NEXUS STONE – Found in the Industrial Quarter level, the Nexus Stone gives its wearer a special power.

DENIZENS

KAIN

This nobleman turned vampire is seeking to regain control of the land of Nosgoth. This is his story ....

SARAFAN LORD

Kain's most powerful nemesis is the evil warlord who controls Nosgoth's capital city, Meridian. It was the Sarafan Lord himself who, 200 years ago, resurrected the Sarafan armies and defeated Kain.

UMAH

This sensuous vampire is a lieutenant in The Cabal, the vampire resistance in Meridian. She acts as both guide and friend to Kain.

VORADOR

This old "friend" of Kain's leads the vampire resistance. Kain doesn't completely trust Vorador and reluctantly accepts his help. Throughout the quest, Vorador will offer Kain aid and direction, sometimes using The Whisper, a natural ability of vampires to speak to each other across great distances.

SEBASTIAN

An old vampire acquaintance of Kain's, Sebastian is now helping The Sarafan. Seek him out in the Industrial Quarter.

THE SEER

No one knows the origins of this mysterious witch living in the Canyons.

MARCUS

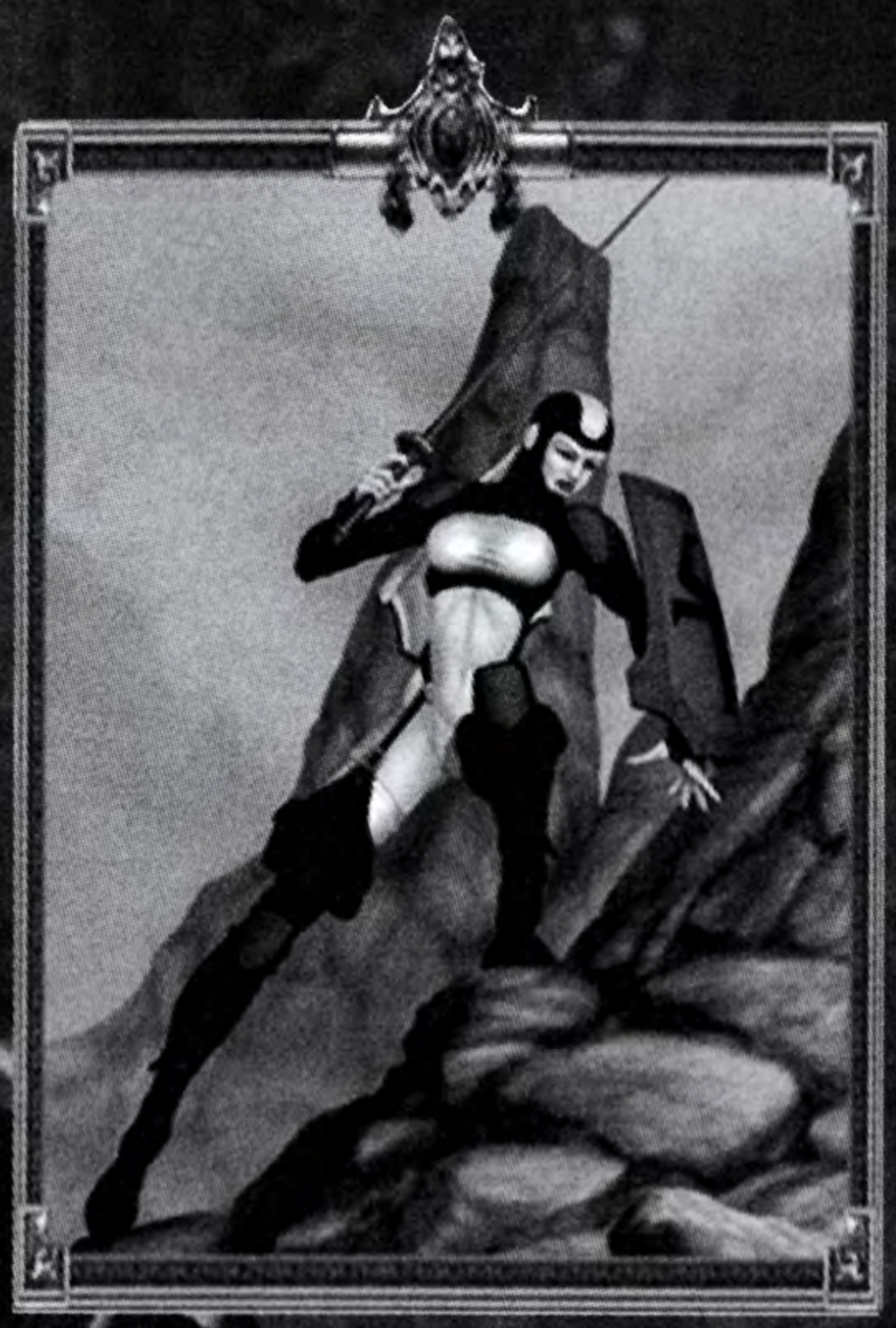
Another of the traitorous vampires working with The Sarafan, Marcus can be found in the Upper City. Beware his psychic abilities.

FAUSTUS

The first of the enemy vampires Kain meets, Faustus dwells in the Smuggler's Den.

MAGNUS

Being held forever inside the Eternal Prison, Magnus has gone mad. Kain must defeat him before he can escape.



GUARDS

The basic guards of The Sarafan will attack Kain on sight.

KNIGHTS

Sarafan Knights are a step up on the food chain from the Sarafan Guards, being more heavily armored and outfitted with better weapons.

GLYPH GUARDS

More advanced than regular Guards, these beings are protected with armor made of Glyph magic that alerts them to Kain's presence. Kain can never defeat them in Mist form.

BEAST DEMONS

As Kain progresses through his quest, unfriendly supernatural creatures begin to show up. Curiously, there seems to be a connection between the visitations of these creatures and the presence of more Glyph energy!

You've Got the Game. Now Get the Guide.

THE LEGACY OF KAIN SERIES

BLOOD OMEN 2

PRIMA'S OFFICIAL STRATEGY GUIDE

- Thorough step-by-step walkthrough for all 11 levels
- Combat strategies for all enemies and mini-bosses
- Detailed explanation of the 7 Dark Gift powers
- Cheat codes and secrets revealed

Prima Strategy Guides available where you buy guides and games.

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